

**MAGIC**  
The Gathering®



**MIRROR****DIS**™

PLAYER'S GUIDE

Illus. Brom

# Welcome TO MIRRODIN



Far from Dominaria, in a distant corner of the multiverse, lies Mirrodin, a plane made entirely of metal. Blades of the Razor Fields' golden grass chime in the wind. Huge misshapen boulders are suspended magnetically above the peaks of rusted iron mountains. Elsewhere, a wide sea of silvery liquid reflects the sky like a rippled mirror. On the horizon, Mirrodin's four suns—white, blue, red, and a black sphere of void—rise and set in their strange orbits.

Among the towering copper trees of the Tangle, the Viridian elves do the best they can to thrive in this strange

version of nature. Glissa Sunseeker, the elves' finest hunter and perhaps most skilled warrior, lives in the treetops with her people, high above the vicious web of predator and prey below. But when the levelers come, their safety is shattered utterly. Countless elves are slaughtered by the grotesque machines designed solely for killing. Glissa barely escapes, dragged from the Tangle half-conscious, hanging on the claw of a damaged leveler.

The trolls of Tel-Jilad had tried to warn Glissa, to protect her. They said the monstrosities were coming for *her*, and that she, above all others, needed to live. How did they know what was to come? Who sent the levelers to kill her, and why? These questions lead her on a journey through Mirrodin and toward a mystery greater than she could ever imagine.

## GLISSA



Glissa Sunseeker knows the other elves are suspicious of her. The metal on her body is almost black, more like darksteel than the natural copper. Her distrust of the Rebuking, the ceremony in which the Viridian elves renounce their own memories, made her more than one enemy. But all acknowledge that she is the best hunter in the Tangle. When she's tracking a vorrac or slagwurm through the maze of copper, her kin can barely keep pace.

But Glissa's mind is on greater things. She knows there is more to her world than the confines of the Tangle. She also has an unshakeable feeling that something is not right with Mirrodin—something is out of balance. Lately she has had strange visions of another forest, one made of substances of which she has never conceived. What do the visions mean?

And why do the trolls of Tel-Jilad mutter to each other in their strange tongue whenever she is near?

## BOSH



Before Glissa and the goblin Slobad discovered Bosh deep inside the murk of Mephidross, he had stood there rusting for—how long?—a hundred years? A thousand? The ancient iron golem resembles the ur-golems from the oldest stories, but he remembers nothing of his past or how he came to lay dormant amid the darkness. While he tries to uncover his own mystery, he follows Glissa to the farthest reaches of the plane. He would give his "life" to protect those who restored it.

Illustrations by Brom, Carl Critchlow, Lars Grant-West, and D. Alexander Gregory



### TEL-JILAD, THE TREE OF TALES

Inside the Tangle stands a huge tree whose trunk is engraved with countless spirals of troll runes. The tree is Tel-Jilad, home to an ancient and secretive race of trolls. The runes of Tel-Jilad are said to be a complete history of the world, but no one except the trolls themselves can read the strange script.

The trolls choose only the strongest elvish warriors to guard the tree, and in return, the trolls' arcane wards and ritual magic guard the whole of the Tangle against interlopers. The trolls know what the Viridian elves do not: Someone of great power is coming to the Tangle to hunt the hunter.

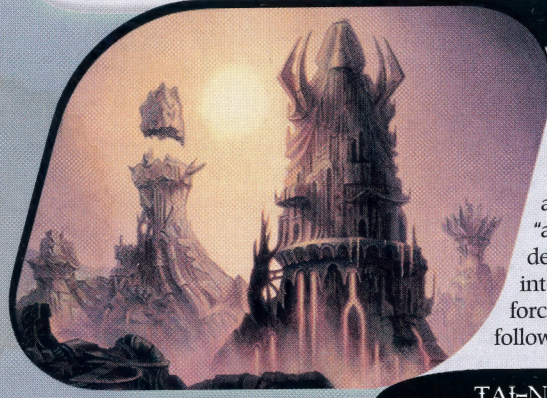
### LUMENGRID, SEAT OF THE SYNOD

From the shores of the Quicksilver Sea can be seen the great sphere that hangs above the city of Lumengrid on the horizon. Lumengrid is the throne of the vedalken, an amphibious race of mages and artificers whose skill surpasses any other. The vedalken worship only knowledge—it is their language and currency in one.

From this huge dome-shaped city, the vedalken synod governs the spires of quicksilver where the human Neurok dwell. Deep within the heart of Lumengrid lies a chamber sacred to the vedalken where the synod seeks answers: the Knowledge Pool. It is here that Janus, the speaker of the synod, learns enough about his world and its creator to set his grand design in motion.



### KULDOTHA, THE GREAT FURNACE



According to goblin legends, Kuldotha, "the Steel Mother," gave birth to Mirrodin. Molten metal flows constantly from the base of this towering structure in the middle of the Oxidda Chain. The goblins falsely believe they tend Kuldotha's fires, and the Furnace is like a church to them. Their dead are incinerated in its pools of molten metal, and the metal from their bodies is reclaimed and reformed into goblin "ancestor machines." Ages ago, an unusually smart goblin named Krark decided that the sanctity of the Steel Mother was bunk. He ventured into Kuldotha's depths to see what lies below. What he found was forcibly erased from goblin lore. Krark was killed for heresy, and his followers were expelled from the warrens around Kuldotha.

### TAJ-NAR, THE FIRST DEN

When the leonin established their dominance over the Razor Fields, Taj-Nar was already the largest den. Dakan, the very first kha and uniter of the prides, chose the shining city as the capital—and no wonder. At the city's base is the holy Cave of Light, where legend has it that the abunas, the clerics, focus their faith and cause the white sun to rise every day. Now Raksha Golden Cub is kha, the youngest ever to hold the title.

Ushanti, the leonin's greatest healer and seer, is troubled. She senses that someone from outside the Razor Fields will change their way of life forever—someone who could end the world as she knows it.



### ISH SAH, THE VAULT OF WHISPERS



The wasteland of Mephidross, with its host of nim and its necrogen mists, seems endless. But in the largest of the corroded chimneys stands the Vault of Whispers, the stronghold of a long-forgotten human warlord. Around it, countless vicious nim wander and scavenge, waiting for the next order from someone still sane enough to give one.

The orders come from Geth, the Vault's current keeper and master. Like all Moriok who venture deep into Mephidross, he was tempted by the power that an instant army of pseudo-undead warriors could give him. Geth believes his dark magic can keep the necrogen curse at bay, that he can avoid turning into one of the monsters he commands. Only time will tell if he's right.

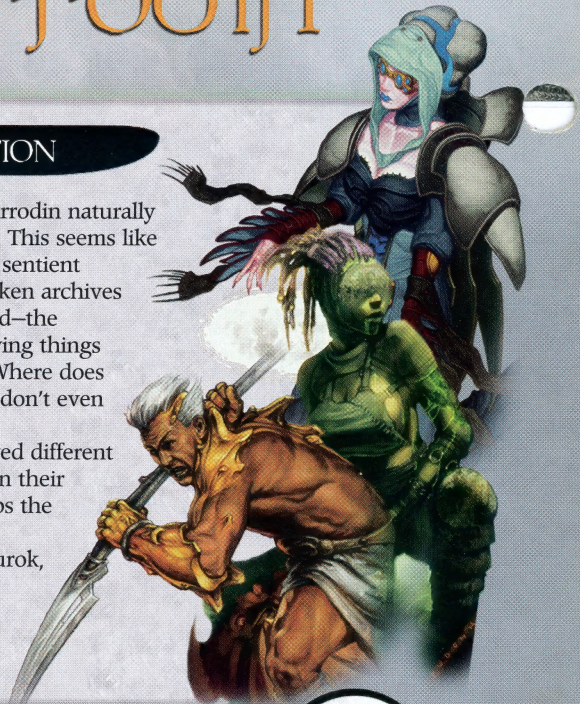
Illustrations by Rob Alexander and John Avon

# ASPECTS OF MIRRODIN

## METAL EVOLUTION

The lifeforms of Mirrodin naturally develop metal anatomy. This seems like second nature to Mirrodin's sentient inhabitants, although old vedalken archives theorize that a gas of some kind—the "Spore"—causes mutations in living things while they're still in the womb. Where does the Spore come from? The archives don't even guess at this mystery.

Different organisms have evolved different forms of metal anatomy depending on their physiology and where they live. Perhaps the most obvious example is the diversity of Mirrodin's groups of humans: Auriok, Neurok, Moriok, Vulshok, and Sylvok. Each group looks radically different from the next, and each has developed in ways that suit its environment.



Illus. John Matson, Val Mayerik, rk post, Puddinhead, and Pete Venters

## WHITE SUN, BLACK MOON

A big ball of energy in the sky that emits light is usually called a sun. But a satellite that orbits a planet is a moon. So what are the four spheres of mana orbiting Mirrodin? The answer depends on where you're from. The leonin call them suns and worship the white sun as the bringer of life. The Moriok call them moons, perhaps because they shine more dimly in the perpetual half-night of Mephidross. In general, white- and green-aligned cultures call them suns, whereas blue- and black-aligned cultures call them moons. And as in all things, the goblins are very confused.



Illus. Lars Grant-West and Martina Pilcerova

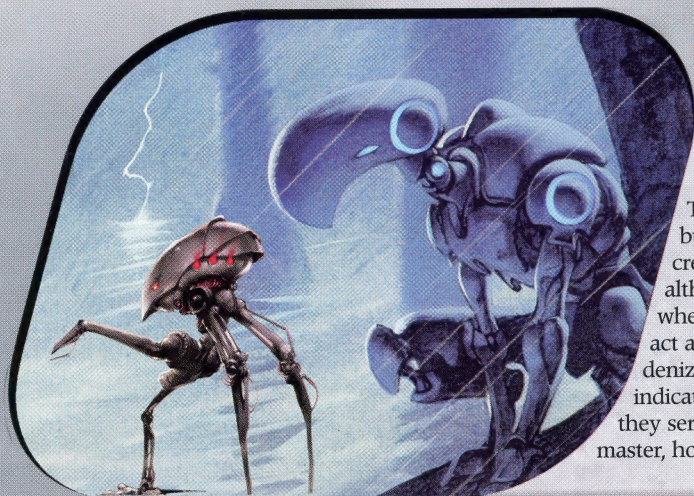


## BLINKMOTHS

The only "stars" in Mirrodin's sky are the blinkmoths, tiny bioluminescent organisms that emit a pinpoint of blue-white light and fly in dizzyingly complex patterns. They are the most basic and perhaps most essential part of Mirrodin's ecosystem. Somehow, these creatures synthesize pure mana from metal and vice versa. They also pass through metal effortlessly. In fact, once in a great while, when Mirrodin's four suns align and half the world is in darkness, every blinkmoth inexplicably disappears into the plane's surface. The denizens of Mirrodin call this the Night of Pitch.

For the vedalken, the blinkmoths have a unique purpose. Long ago, a mage discovered that if a single blinkmoth is separated from the others, it grows agitated, then frenzied. Finally it hisses and pops, leaving nothing but a small amount of blue liquid. This liquid, known as "serum" or "lymph," has the ability to magically expand intellect. Because of this property, serum is the most valuable substance imaginable to a vedalken.

Illus. David Martin, Greg Staples, and Ben Thompson



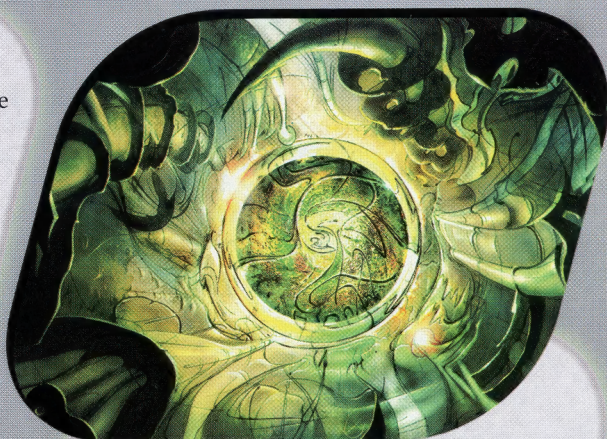
Illus. Trevor Hairsine and Kev Walker

## ENTER THE MYR

The *Mirrodin*<sup>™</sup> set introduces a few new creature types, but none are as ubiquitous as the myr. These artificial creatures lurk in every environment on Mirrodin, although no one knows where they came from or whether they have a larger purpose. The myr frequently act as servitors, performing labor or menial tasks for the denizens of Mirrodin. But sometimes their behavior indicates that they watch—even study—those whom they serve. If they report what they see to an unseen master, however, no one has ever seen them do so.

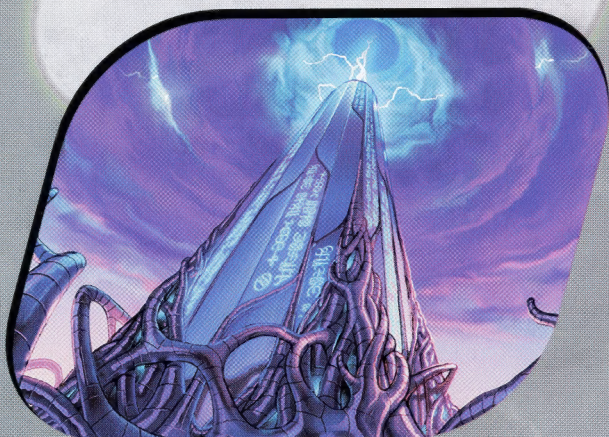
## MYSTERIOUS TOWERS

Glimmervoid is Mirrodin's desert. It's a vast expanse of featureless metal, uninhabited and unexplored. Glimmervoid's emptiness is interrupted only by four huge towers that radiate with strong magic. Each is etched with the ancient runes of the ur-golems, a nearly forgotten race of powerful artifact creatures from centuries past. When taken together, the towers are a warning about Memnarch. But to the cultures of Mirrodin, Memnarch is nothing more than a bogeyman—a story to keep children from misbehaving. If Memnarch was ever real, what was he? And where is he now?



## RADIX REDUX

In the heart of the Tangle, a circle of burnished copper one hundred feet across forms a clearing in the forest. This is the Radix, a location sacred to the elves and Sylvok druids of the Tangle. No mold accumulates here, and the Radix is warm to the touch even at black sun's noon. The most remarkable thing about the Radix, however, is that anything left on its surface slowly vanishes in a matter of days. This is the place where the Viridian elves send their honored dead to the afterlife, and also where they banish the devices and machines they deem unnatural.



Illus. Matt Cavotta

Illus. John Avon

# BACK WITH a VENGEANCE

by Randy Buehler, *Mirrodin* lead developer



For years now, R&D has been listening to **Magic: The Gathering**

players around the world lament the demise of artifacts. We agree that there haven't been many good artifacts in recent sets, but that's because we were saving them all for the *Mirrodin* block! This year, artifacts are back with a vengeance. Almost half the set is artifacts. And the *Mirrodin* set also introduces artifact Equipment, the first new subtype with its own rules since the *Legends* set introduced the Legend creature type.

The artifacts in the *Mirrodin* set enable players to once again do all the cool things that artifacts have always let players do. You can draw extra cards with Tower of Fortunes and Serum Tank. You can accelerate your mana with Chrome Mox and the Talismans. You can even blow up the world with

Oblivion Stone or Worldslayer. The *Mirrodin* set also includes a bunch of totally new effects that have never been done on artifacts before, and they're just begging for someone to find the right deck to build around them.

Some old favorites have come back—such as Triskelion and Bottle Gnomes—and some cards are sure to become new favorites. Leveler made me laugh out loud the first time I read it (and then I immediately started thinking of ways I could use it). Meanwhile, have you seen Platinum Angel yet?! I am constantly amazed when **Magic** designers keep coming up with brand new ideas, but they always do.

Equipment is another fine example of **Magic** design working well. This artifact type has great flavor (especially in an artifact-rich set), and it puts great new strategic options at players' disposal. Here's how Equipment works: You spend some mana to get an Equipment into play and then you can give it to any one of your creatures by paying the *equip cost*.

If the creature is destroyed (or leaves play for any reason), the Equipment drops back onto the battlefield. In other words, it stays in play. In addition, regardless of whether an Equipment is already attached, you have the option of paying the equip cost again and passing it to another creature. All of these factors add up to a really powerful new ability, so you're allowed to attach Equipment to creatures only on your own turn, whenever you could play a sorcery.



In the *Mirrodin* set, each color is defined by its relationship with artifacts. Blue has always been the best color at working with artifacts, and that's how it goes in the *Mirrodin* set, too. Whether you want to search for artifacts or just take advantage of having them in play, blue is the right color. You might say it has an *affinity* for artifacts (you would especially say that if you wanted your spells to be cheaper thanks to the new affinity mechanic).

Blue's two friends, black and white, are the other two colors that get along well with artifacts. White is really good at using Equipment, with Soldiers that get better when equipped and artificers that can go search out Equipment for you. Black just likes it when artifacts are around. It has Nim creatures that all get +1/+0 for each artifact you control.

Red, on the other hand, just likes to see artifacts get blown up. Red doesn't care whether you're blowing up your own artifacts (to make an Atog bigger, for example) or blowing up your opponent's artifacts. As long as something gets destroyed, red is happy.

Although red might be the most destructive color when it comes to artifacts, green is the color that hates them the most. Green is the only color that doesn't have any cards that interact positively with your own artifacts. Instead it has creatures with protection from artifacts and various other ways to punish opponents who rely too much on their shiny new trinkets.

Even if you don't want to play with artifacts, the *Mirrodin* set still has stuff for you. Each color has a couple of *entwine* spells that let you get either of their two effects—or both if you have enough mana. Each color also has a *Slith*—a strange new type of creature that gets bigger every time it deals combat damage to a player.

All in all, the *Mirrodin* set empowers players to do whatever they want to do. The *imprint* mechanic enables you to design your own cards using whatever blueprint gives you the effect you really want. Equipment lets you build up your monsters by giving them any number of weapons, armor, and other cool and useful items. *Entwine* spells allow you to have your cake and eat it, too. And there are artifacts to suit every taste or style. Whether you like huge effects, deadly creatures, or combo engines, the *Mirrodin* set opens up whole new deckbuilding possibilities.



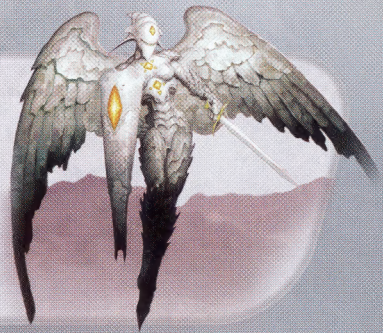
# The Ten Coolest Mirrodin

by Brian Schneider, *Mirrodin* developer



## 1. Platinum Angel

You can't lose the game. No, really, *you can't lose the game*. It's that simple. If you keep the Angel alive, it will keep you alive. If your opponent plays a card that says she wins, she doesn't. If you're at 0 life and the Angel's still in play, you're still in the game. With all this in mind, if there's a *Mirrodin* creature you want to befriend over any other, it's Platinum Angel.



## 2. Soul Foundry

What if I told you that every turn you could put a copy of your favorite creature into play? Soul Foundry allows you to do just that. By imprinting, say, Platinum Angel, you can make a fleet of 4/4 flying protectors, making it very difficult for any opponent to defeat you. But who cares about winning when you could just have fun? Try putting the *Tempest*™ set's Muscle Sliver, the *Exodus*™ set's Soul Warden, or even Grid Monitor in the Soul Foundry. You can grow gigantic monsters, gain enormous amounts of life, or even "break the rules" by putting steel behemoths into play.



## 3. Mindslaver

From the beginning of **Magic: The Gathering** history (a.k.a. Time), there have been cards that allow you to take control of your opponent's things. Control Magic lets you take control of a creature. Word of Command lets you play a spell from your opponent's hand. In the *Mirrodin* set, Mindslaver lets you take control of your *opponent*—for an entire turn. Does your opponent have an Atog in play that's about to give you some trouble? Use Mindslaver to happily sacrifice your opponent's artifacts to the Atog. And then happily forget to have the Atog attack.



## 4. Glissa Sunseeker

It's one thing for green, as a color, to hate artifacts. But Glissa Sunseeker's feelings for them go beyond hate—she absolutely loathes artifacts. If you're planning on playing any creatures or spells and you think you might want to destroy an artifact or two over the course of a game, try using Glissa. One of the best things about Glissa is that when she's finally through with doing what she's best at—destroying artifacts—she turns out to be an excellent fighting force as well.



## 5. Gilded Lotus

Sure, Black Lotus was cool—arguably the coolest card of all time. But wouldn't it be even cooler if you didn't have to sacrifice Black Lotus to get that three mana of any color? Maybe, say, if you could just tap it instead? Gilded Lotus allows you to do just that. Want to splash Promise of Power, Plated Slagwurm, or Luminous Angel in an off-color deck? Play Gilded Lotus—you won't be sorry. And for extra fun, try Sculpting Steel for a combo that forges duplicate Lotuses!

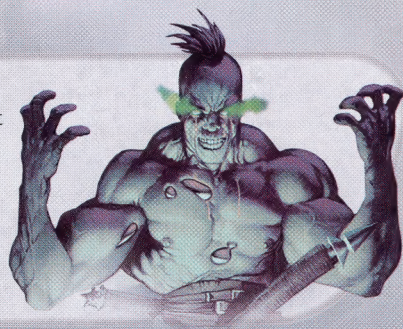






## 6. Promise of Power

I don't know much about power, or promises thereof, but I promise you this: If you choose to draw five cards, and then make a gigantic flying black creature, your odds of winning will increase—by a lot. Promise of Power is one of the many cool new cards with the entwine ability. With the right amount of mana, you get the best of both worlds.



## 7. Megatog

Atoog is cool; there's no doubting that. It's been wreaking havoc on players for almost ten years now. But Megatog accomplishes something Atoog never could: It can get humongous and then trample through almost any blocker in the game, making it even more difficult for your opponents to deal with. If you're looking for a huge finisher in your red deck, Megatog is a great choice.



## 8. Worldslayer

*"Wait! Don't touch that sword!"*

Then silence. He touched the sword, and the world is no more.

Worldslayer is one zany piece of Equipment and a combo connoisseur's dream. It's the only card in the **Magic** game that lets you "blow up the world" time and time again. If you're the kind of player who likes to see things come and go as you please, Worldslayer is the perfect toy for you.



## 9. Broodstar

Broodstar is easily the biggest and baddest card with affinity in the set. And when you build decks with cards from the *Mirrodin* set, controlling eight artifacts at once isn't as outlandish as you might think. Just wait until you see the look on your opponents' faces! Flying creatures that are 8/8 are few and far between. Flying creatures that are 8/8 and cost you only 4? That's unheard of.



## 10. Auriok Steelshaper

In a white weenie deck with Soldiers and Knights, an equipped Auriok Steelshaper serves as both a superb attacker and an excellent creature helper. In other words, it helps you smash face. Its ability to make equip costs cheaper makes some of the awesome *Mirrodin* Equipment—like Bonesplitter, Sword of Kaldra, and Empyrial Plate—all the more devastating. Auriok Steelshaper's a keeper.

# MIRRODIN

## CARD ENCYCLOPEDIA

The *Mirrodin* Card Encyclopedia shows the entire *Mirrodin* card set. To keep track of your cards, just turn to the checklist on page 30.

**Ether Spellbomb** 1



Artifact

♦, Sacrifice Ether Spellbomb: Return target creature to its owner's hand.  
♣, Sacrifice Ether Spellbomb: Draw a card.

*"Release that which was never caged."  
—Spellbomb inscription*

—Dany Ortiz  
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**Alpha Myr** 2



Artifact Creature — Myr

*First to charge, first to fight.*

—Dany Ortiz  
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**Altar of Shadows** 7



Artifact

At the beginning of your precombat main phase, add ♣ to your mana pool for each charge counter on Altar of Shadows.

7, ♦: Destroy target creature. Then put a charge counter on Altar of Shadows.

—Sam Wood  
© 2011 Wizards of the Coast, Inc. 1/1

**Altar's Light** 2♣♣



Instant

Remove target artifact or enchantment from the game.

*"The altar does nothing; the device is crushed under the weight of its own impurity."  
—Ushanti, leonin seer*

—Daren Bader  
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**Ancient Den**



Artifact Land

*(Ancient Den isn't a spell.)*  
♦: Add ♦ to your mana pool.

*Taj-Nar, throne of Raksha Golden Cub, destined leader of the leonin prides.*

—Real Aleksey  
© 2011 Wizards of the Coast, Inc. 1/1

**Annul** 1



Instant

Counter target artifact or enchantment spell.

*"Murder of the living is tragic, but murder of the idea is unforgettable."  
—Janus, speaker of the synod*

—Brian Snoddy  
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**Arc-Slogger** 3♣♣



Creature — Beast

♦, Remove the top ten cards of your library from the game: Arc-Slogger deals 2 damage to target creature or player.

*A shuffling sound and the smell of ozone follow the slogger as surely as its electric tail.*

—Jeff Easley  
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**Arrest** 2♣



Enchant Creature

Enchanted creature can't attack or block, and its activated abilities can't be played.

*"Unfortunately, it doesn't restrain the beast's smell."  
—Glissa Sunseeker*

—Tim Hildebrandt  
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**Assert Authority** 5♣♣



Instant

Affinity for artifacts (*This spell costs 1 less to play for each artifact you control.*)  
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

—Greg Hildebrandt  
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**Atog** 1♣



Creature — Atog

Sacrifice an artifact: Atog gets +2/+2 until end of turn.

*On Dominaria, a scavenger. On Mirrodin, a predator.*

—Friedrich  
© 2011 Wizards of the Coast, Inc. 1/2

**Auriok Bladewarden** 1♣



Creature — Human Soldier

♦: Target creature gets +X/+X until end of turn, where X is Auriok Bladewarden's power.

*The Auriok have learned through constant struggle that allies are more precious than steel.*

—Dave Dorman  
© 2011 Wizards of the Coast, Inc. 1/1

**Auriok Steelshaper** 1♣



Creature — Human Soldier

Equip costs you pay cost 1 less.

As long as Auriok Steelshaper is equipped, Soldiers and Knights you control get +1/+1.

*They put their safety in his hands. He puts sharpened steel in theirs.*

—Dany Ortiz  
© 2011 Wizards of the Coast, Inc. 1/1

**Auriok Transfixer**



Creature — Human Scout

♦, ♣: Tap target artifact.

*"My grandfather knew enough spells to fill a hundred scrolls. Nowadays, if a spell cannot fight the levelers, it is not even taught to our young."*

—Stephen Tappin  
© 2011 Wizards of the Coast, Inc. 1/1

**Awe Strike**



Instant

The next time target creature would deal damage this turn, prevent that damage. You gain life equal to the damage prevented this way.

*Summed by the mere presence of the leonin kha, the nim raider quickly fell to its knees.*

—Scott B. Fischer  
© 2011 Wizards of the Coast, Inc. 1/1

**Banshee's Blade** 2



Artifact — Equipment

Equipped creature gets +1/+1 for each charge counter on Banshee's Blade. Whenever equipped creature deals combat damage, put a charge counter on this card.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Bradley Williams

**Barter in Blood** 2



Sorcery

Each player sacrifices two creatures.

"In the game of conquest, who cares about the pawns if the king yet reigns?" —Geth, keeper of the Vault

John Minton

**Battlegrowth**



Instant

Put a +1/+1 counter on target creature.

"I would gladly die for the forest, but I'm much better at killing for it."

John Minton

**Betrayal of Flesh** 3



Instant

Choose one — Destroy target creature; or return target creature card from your graveyard to play.

Entwine—Sacrifice three lands. (Choose both if you pay the entwine cost.)

John Minton

**Blinding Beam** 2



Instant

Choose one — Tap two target creatures; or creatures don't untap during target player's next untap step.

Entwine 1 (Choose both if you pay the entwine cost.)

Doug Chaffee

**Blinkmoth Urn** 5



Artifact

At the beginning of each player's precombat main phase, if Blinkmoth Urn is untapped, that player adds 1 to his or her mana pool for each artifact he or she controls.

The vedalken embed such urns in their living artifact creations.

David Martin

**Blinkmoth Well**



Land

• Add 1 to your mana pool.

2, •: Tap target noncreature artifact.

When dictated by blinkmoth migratory patterns, clouds of tiny lights twill up from Mirrodin's core.

David Martin

**Bloodscint** 3



Instant

All creatures able to block target creature this turn do so.

To study the predators of the Tangle, two people are required: one to watch from above, and one to run like hell.

John Minton

**Bonesplitter**



Artifact — Equipment

Equipped creature gets +2/+0.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Barrett Kiefe

**Bosh, Iron Golem** 8



Artifact Creature — Golem Legend

Tample

3, •: Sacrifice an artifact: Bosh, Iron Golem deals damage equal to the sacrificed artifact's converted mana cost to target creature or player.

As Gtissa searches for the truth about Memnarch, Bosh searches to unearth the secrets of his past.

6/7

Ben Thompson

**Bottle Gnomes** 3



Artifact Creature — Gnome

Sacrifice Bottle Gnomes: You gain 3 life.

Reinforcements... or refreshments?

1/3

Ben Thompson

**Broodstar** 8



Creature — Beast

Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Flying

Broodstar's power and toughness are each equal to the number of artifacts you control.

8/8

Glen Argue

**Brown Ouphe**



Creature — Ouphe

1, •: Counter target activated ability from an artifact source. (Mana abilities can't be countered.)

In a strange twist of fate, one of the most annoying creatures in the multiverse was brought to the place where it could cause the most damage.

1/1

Greg Ruckstuhl

**Cathodion** 3



Artifact Creature

When Cathodion is put into a graveyard from play, add 3 to your mana pool.

Cathodions repair the Great Furnace by soldering parts of themselves to the mechanism. Eventually, they become one with the machine.

3/3

Eric Peterson

**Chalice of the Void** 3



Artifact

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

Mark Zug

**Chimney Imp** 4



Creature — Imp

Flying

When Chimney Imp is put into a graveyard from play, target opponent puts a card from his or her hand on top of his or her library.

1/2

John Minton

**Chromatic Sphere** J



**Artifact**

1. ✦, ✧. Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

*"As expected, this sphere's design reflects the colors of the four moons... plus another!"*  
—Pomifex, elder researcher

—Brian Snoddy

**Chrome Mox** J



**Artifact**

**Imprint** — When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. (The removed card is imprinted on this artifact.)

✦: Add one mana of any of the imprinted card's colors to your mana pool.

—Donato Gianicola

**Clockwork Beetle** J



**Artifact Creature — Insect**

Clockwork Beetle comes into play with two +1/+1 counters on it.

Whenever Clockwork Beetle attacks or blocks, remove a +1/+1 counter from it at end of combat.

—Arnie Sweicki

0/0

**Clockwork Condor** J



**Artifact Creature — Bird**

**Flying**

Clockwork Condor comes into play with three +1/+1 counters on it.

Whenever Clockwork Condor attacks or blocks, remove a +1/+1 counter from it at end of combat.

—Arnie Sweicki

0/0

**Clockwork Dragon** J



**Artifact Creature — Dragon**

**Flying**

Clockwork Dragon comes into play with six +1/+1 counters on it.

Whenever Clockwork Dragon attacks or blocks, remove a +1/+1 counter from it at end of combat.

3: Put a +1/+1 counter on Clockwork Dragon.

—Arnie Sweicki

0/0

**Clockwork Vorrac** J



**Artifact Creature — Beast**

**Trample**

Clockwork Vorrac comes into play with four +1/+1 counters on it.

Whenever Clockwork Vorrac attacks or blocks, remove a +1/+1 counter from it at end of combat.

✦: Put a +1/+1 counter on Clockwork Vorrac.

—Arnie Sweicki

0/0

**Cloudpost**



**Land — Locus**

Cloudpost comes into play tapped.

✦: Add 1 to your mana pool for each Locus in play.

*"He watches from above. He watches from below. He watches from within."*  
—Inscription on Tel-Jilad, the Tree of Tales

—Markus Bickert

**Cobalt Golem** J



**Artifact Creature — Golem**

1: Cobalt Golem gains flying until end of turn.

*Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.*

—Paolo Parente

2/3

**Confusion in the Ranks** 3



**Enchantment**

Whenever an artifact, creature, or enchantment comes into play, its controller chooses target permanent another player controls that shares a type with it. Exchange control of those permanents.

—Brian Snoddy

**Consume Spirit** J



**Sorcery**

Spend only black mana on X.

Consume Spirit deals X damage to target creature or player. You gain X life.

*Mephidross changes all who dwell there, taking their lives and adding them to its own.*

—Markus Bickert

**Contaminated Bond** J



**Enchant Creature**

Whenever enchanted creature attacks or blocks, its controller loses 3 life.

*This leash disciplines the master.*

—Thomas M. Bask

**Copper Myr** J



**Artifact Creature — Myr**

✦: Add 1 to your mana pool.

*The elves thought of the myr as minor threats, just as the myr thought of the elves.*

—Kevin Walker

1/1

**Copperhoof Vorrac** 3



**Creature — Beast**

Copperhoof Vorrac gets +1/+1 for each untapped permanent your opponents control.

*Like all forest beasts, it lives by one rule: if there's no room to grow, make some.*

—Matt Cavotta

2/2

**Creeping Mold** 2



**Sorcery**

Destroy target artifact, enchantment, or land.

*The deadliest force on Mirrodin isn't the largest organism—it's the smallest.*

—Henry O'Brien

**Crystal Shard** 3



**Artifact**

3, 4, or 5: Return target creature to its owner's hand unless its controller pays 1.

*The vedalken know it is not of this world, so they know that this world is not the only one.*

—Dustin Chaffee

**Culling Scales** 3



**Artifact**

At the beginning of your upkeep, destroy target nonland permanent with the lowest converted mana cost among nonland permanents in play. (If two or more permanents are tied for lowest cost, target any one of them.)

—Baren Kalder

**Damping Matrix** 3

**Artifact**

Activated abilities of artifacts and creatures can't be played unless they're mana abilities.

*The priests tried cursing it. The mages tried dispelling it. In the end, they all obeyed it.*

—Mike Dimmock

**Dead-Iron Sledge** 1

**Artifact — Equipment**

Whenever equipped creature blocks or becomes blocked by a creature, destroy that creature and equipped creature.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

—Ray Lago

**Deconstruct** 2

**Sorcery**

Destroy target artifact. Then add 3 to your mana pool.

*"Nothing in this world, not even magic, likes to be caged."*

—B. Alexander Savary

**Detonate** 3

**Sorcery**

Destroy target artifact with converted mana cost X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

*The goblins have forty-two different words for "ow."*

—Dave Dorman

**Disarm** 1

**Instant**

Unattach all Equipment from target creature.

*"Be thankful I left you your clothes."*

—Alex Horley Oxtaill

**Disciple of the Vault** 3

**Creature — Human Cleric**

Whenever an artifact is put into a graveyard from play, you may have target opponent lose 1 life.

*He stands in the shadows of his lord, Geth, drinking in the dark energies of the Vault.*

1/1

—Jon Foster

**Domineer** 1 1 1

**Enchant Artifact Creature**

You control enchanted artifact creature.

*Since they haven't seen their original master for millennia, golems are eager to take orders from anyone.*

—Jon Foster

**Dragon Blood** 3

**Artifact**

3, 4: Put a +1/+1 counter on target creature.

*A single drop turns skin to scale and fist to claw.*

—Ron Spencer

**Dream's Grip** 1

**Instant**

Choose one — Tap target permanent; or untap target permanent.

Entwine 1 (Choose both if you pay the entwine cost.)

—Jim Nelson

**Dross Harvester** 1 3

**Creature — Horror**

Protection from white

At the end of your turn, you lose 4 life.

Whenever a creature is put into a graveyard from play, you gain 2 life.

4/4

—Mike Dimmock

**Dross Prowler** 2 3

**Creature — Zombie**

Fear

*"I would never have believed that on a world with four suns there could exist a place so dark."*

—Glissa Sunseeker

2/1

—Mike Dimmock

**Dross Scorpion** 4

**Artifact Creature**

Whenever Dross Scorpion or another artifact creature is put into a graveyard from play, you may untap target artifact.

*They shiver out of the mists to consume fresh kill before Mephidross has a chance to corrode it away.*

3/1

—Jim Nelson

**Duplicant** 6

**Artifact Creature — Shapeshifter**

Imprint — When Duplicant comes into play, you may remove target nontoken creature from the game. (The removed card is imprinted on this artifact.)

As long as a creature card is imprinted on Duplicant, Duplicant has that card's power, toughness, and creature types. It's still a Shapeshifter.

2/4

—Thomas M. Brea

**Duskworker** 1

**Artifact Creature**

Whenever Duskworker becomes blocked, regenerate it.

3: Duskworker gets +1/+0 until end of turn.

*At the setting of each sun, it emerges to clean Mirrodin's floor of the day's carrion.*

2/2

—Greg Scharf

**Electrostatic Bolt** 3

**Instant**

Electrostatic Bolt deals 2 damage to target creature. If it's an artifact creature, Electrostatic Bolt deals 4 damage to it instead.

*It's hard to avoid electric shock when the entire plane is metallic.*

—Kathy Gallegos

**Elf Replica** 3

**Artifact Creature — Elf**

1: Sacrifice Elf Replica: Destroy target enchantment.

*It hunts with unwavering ferocity.*

2/2

—Carl Critchlow





**Grid Monitor** 4

Artifact Creature

You can't play creature spells.

*The vedalken protect the Knowledge Pool at any cost.*

4/6

**Grim Reminder** 2

Instant

Search your library for a nonland card and reveal it. Each opponent who played a card this turn with the same name as that card loses 6 life. Then shuffle the revealed card back into your library.

☠☠: Return Grim Reminder from your graveyard to your hand. Play this ability only during your upkeep.

3/3

**Groffskithur** 5

Creature — Beast

Whenever Groffskithur becomes blocked, you may return target card named Groffskithur from your graveyard to your hand.

*It growsl not to threaten, but to summon.*

3/3

**Heartwood Shard** 3

Artifact

3, ☠ or ☠☠: Target creature gains trample until end of turn.

*Like all other relics, it was left on the Radix by the elves to be destroyed. Unlike all other relics, it persisted.*

3/3

**Hematite Golem** 4

Artifact Creature — Golem

1☠: Hematite Golem gets +2/+0 until end of turn.

*Centuries before the first peaks of the Oxidda Chain returned the lands of magnetism, the golems patrolled Mirrodin's featureless surface unhindered.*

1/4

**Hum of the Radix** 2

Enchantment

Each artifact spell costs 1 more to play for each artifact its controller controls.

*The elves learned long ago that anything left here slowly tames it. Now it is a sacred site where the dead are laid to rest and where unnatural magic is erased forever.*

1/1

**Icy Manipulator** 4

Artifact

1, ☠: Tap target artifact, creature, or land.

*A model of Mirrodin in both shape and spirit.*

1/1

**Incite War** 2

Instant

Choose one — Creatures target player controls attack this turn if able; or creatures you control gain first strike until end of turn.

Entwine 2 (Choose both if you pay the entwine cost.)

2/2

**Inertia Bubble** 1

Enchant Artifact

Enchanted artifact doesn't untap during its controller's untap step.

*"I wouldn't want you to hurt yourself!" —Bruenna, Nevrok leader*

1/1

**Iron Myr** 2

Artifact Creature — Myr

☠: Add ☠ to your mana pool.

*The goblins didn't think of the myr at all, which allowed the myr to observe everywhere unhindered.*

1/1

**Irradiate** 3

Instant

Target creature gets -1/-1 until end of turn for each artifact you control.

*The blast ignores the cage of metal but devours the flesh inside.*

1/1

**Island**

Basic Land — Island

**Island**

Basic Land — Island

**Island**

Basic Land — Island

**Island**

Basic Land — Island

**Isochron Scepter** 2

Artifact

Imprint — When Isochron Scepter comes into play, you may remove an instant card with converted mana cost 2 or less in your hand from the game. (The removed card is imprinted on this artifact.)

2, ☠: You may copy the imprinted instant card and play the copy without paying its mana cost.

2/2



**Jinxed Choker** 3



**Artifact**

At the end of your turn, target opponent gains control of Jinxed Choker and puts a charge counter on it.

At the beginning of your upkeep, Jinxed Choker deals damage to you equal to the number of charge counters on it.

Ⓢ: Put a charge counter on Jinxed Choker or remove one from it.

— Mike Devisersberg

**Journey of Discovery** 2



**Sorcery**

Choose one — Search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle your library; or you may play up to two additional lands this turn.

Entwine 2 (Choose both if you pay the entwine cost.)

— John Marston

**Krark-Clan Grunt** 2



**Creature — Goblin Warrior**

Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.

*The more weapons a goblin breaks in battle, the more respected he becomes.*

— Stephen M. Rietz

2/2

**Krark-Clan Shaman**



**Creature — Goblin Shaman**

Sacrifice an artifact: Krark-Clan Shaman deals 1 damage to each creature without flying.

*"What do you mean, we're out of stuff to melt down? Give me your leg!"*

— Stephen M. Rietz

1/1

**Krark's Thumb** 2



**Legendary Artifact**

If you would flip a coin, instead flip two coins and ignore one.

*"I can think of one goblin it ain't so lucky for."*

— Slobad, goblin tinkerer

— Ron Spencer

**Leaden Myr** 2



**Artifact Creature — Myr**

Ⓢ: Add ⬤ to your mana pool.

*The Moriok saw the myr as fellow scavengers, never knowing just who the myr were scavenging for.*

— Ken Walker

1/1

**Leonin Abunas** 3



**Creature — Cat Cleric**

Artifacts you control can't be the targets of spells or abilities your opponents control.

*Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.*

— Darrell Riche

2/5

**Leonin Bladetrail** 3



**Artifact**

You may play Leonin Bladetrail any time you could play an instant.

2, Sacrifice Leonin Bladetrail: Leonin Bladetrail deals 2 damage to each attacking creature without flying.

— Randy Gallegos

**Leonin Den-Guard** 1



**Creature — Cat Soldier**

As long as Leonin Den-Guard is equipped, it gets +1/+1 and attacking doesn't cause it to tap.

*No one under the four suns can elude the watchful eye of the den-guard.*

— Todd Lockwood

1/3

**Leonin Elder**



**Creature — Cat Cleric**

Whenever an artifact comes into play, you may gain 1 life.

*"The wisdom of the elders is just as much a weapon as a sword or spear. We must learn to wield it."*

— Ushanti, leonin seer

— Todd Lockwood

1/1

**Leonin Scimitar** 1



**Artifact — Equipment**

Equipped creature gets +1/+1.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

— Doug Chaffee

**Leonin Skyhunter**



**Creature — Cat Knight**

Flying

*The skyhunters were born when the first leonin gazed at the heavens and wished to hunt the birds overhead.*

— Ken Walker

2/2

**Leonin Sun Standard** 2



**Artifact**

Ⓢ: Creatures you control get +1/+1 until end of turn.

*The commander tells the troops where to go, but the standard reminds them why they're there.*

— Jim Nelson

**Leveler** 5



**Artifact Creature**

When Leveler comes into play, remove your library from the game.

*Once a century, the levelers rip through every corner of Mirrodin, obeying the commands of an unseen master.*

— Carl Critchlow

10/10

**Liar's Pendulum** 1



**Artifact**

2, Ⓢ: Name a card. Target opponent guesses whether a card with that name is in your hand. You may reveal your hand. If you do and your opponent guessed wrong, draw a card.

— Christopher Maglier

**Lifespark Spellbomb** 1



**Artifact**

Ⓢ: Sacrifice Lifespark Spellbomb: Until end of turn, target land becomes a 3/3 creature that's still a land.

Ⓢ: Sacrifice Lifespark Spellbomb: Draw a card.

*"Awaken that which was never asleep."*

— Spellbomb inscription

— Jim Nelson

**Lightning Coils** 3



**Artifact**

Whenever a nontoken creature you control is put into a graveyard from play, put a charge counter on Lightning Coils.

At the beginning of your upkeep, if Lightning Coils has five or more charge counters on it, remove all of them from it and put that many 3/1 red Elemental creature tokens with haste into play. Remove them from the game at end of turn.

— Bryan Smolky

**Lightning Greaves** 2



**Artifact — Equipment**

Equipped creature has haste and can't be the target of spells or abilities.

Equip 0 (0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

— Jeremy Jarvis

**Living Hive** 6



**Creature — Elemental**

Trample

Whenever Living Hive deals combat damage to a player, put that many 1/1 green Insect creature tokens into play.

In its center is a single red ant, a queen that regulates the hive's movements.

— Anthony S. Waters

**Lodestone Myr** 4



**Artifact Creature — Myr**

Trample

Tap an untapped artifact you control. Lodestone Myr gets +1/+1 until end of turn.

When necessary, myr can override and control any artificial object, as can their creator.

— Greg Shufelt

**Looming Hoverguard** 4



**Creature — Drone**

Flying

When Looming Hoverguard comes into play, put target artifact on top of its owner's library.

Although mute, hoverguards get their message across loud and clear.

— Scott M. Fischer

**Loxodon Mender** 5



**Creature — Elephant Cleric**

\*: Regenerate target artifact.

The Auriok believe that in the hands of a loxodon, no weapon can be broken.

— Heather Hudson

**Loxodon Peacekeeper** 4



**Creature — Elephant Soldier**

At the beginning of your upkeep, the player with the lowest life total gains control of Loxodon Peacekeeper. If two or more players are tied for lowest life total, you choose one of them, and that player gains control of Loxodon Peacekeeper.

— Michael Surfin

**Loxodon Punisher** 3



**Creature — Elephant Soldier**

Loxodon Punisher gets +2/+2 for each Equipment attached to it.

The loxodons believe punishment comes in two steps: pain and atonement. They carry a weapon for each.

— Terese Nielsen

**Loxodon Warhammer** 3



**Artifact — Equipment**

Equipped creature gets +3/+0, has trample, and has "Whenever this creature deals damage, you gain that much life."

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

— Jeremy Jarvis

**Lumengrid Augur** 3



**Creature — Vedalken Wizard**

1\*: Target player draws a card, then discards a card from his or her hand. If that player discards an artifact card this way, untap Lumengrid Augur.

Information pumps like blood through vedalken society.

— Erik Hoar

**Lumengrid Sentinel** 2



**Creature — Human Wizard**

Flying

Whenever an artifact comes into play under your control, you may tap target permanent.

The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

— Scott M. Fischer

**Lumengrid Warden** 1



**Creature — Human Wizard**

The Neurok, like the vedalken, are on a constant quest for knowledge. It is their currency, their trade, their life.

— Matt Thompson

**Luminous Angel** 4



**Creature — Angel**

Flying

At the beginning of your upkeep, you may put a 1/1 white Spirit creature token with flying into play.

— Matthew D. Wilson

**Malachite Golem** 6



**Artifact Creature — Golem**

1\*: Malachite Golem gains trample until end of turn.

Centuries before the first branches of the Tangle gave shelter from the sun's cold light, the shadows of golems were Mirrodin's only shade.

— Paolo Pirelli

**March of the Machines** 3



**Enchantment**

Each noncreature artifact is an artifact creature with power and toughness each equal to its converted mana cost. (Equipment that's a creature can't equip a creature.)

— Ben Thompson

**Mask of Memory** 2



**Artifact — Equipment**

Whenever equipped creature deals combat damage to a player, you may draw two cards. If you do, discard a card from your hand.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

— Alan Pollack

**Mass Hysteria** 



**Enchantment**

All creatures have haste.

*The sooner you see the whites of their eyes, the sooner you'll spill the red of their blood.*

—Adam Rex

**Megatog**   



**Creature — Alog**

Sacrifice an artifact: Megatog gets +3/+3 and gains trample until end of turn.

*In an ironic bit of evolution, the megatog's dozens of teeth are mainly ornamental. It prefers swallowing things whole.*

—Peter Wothers

3/4

**Mesmeric Orb** 



**Artifact**

Whenever a permanent becomes untapped, that permanent's controller puts the top card of his or her library into his or her graveyard.

*A step in one direction is two steps away from another.*

—David Martin

**Mind's Eye** 



**Artifact**

Whenever an opponent draws a card, you may pay  $\frac{1}{2}$ . If you do, draw a card.

*"Ideas drift like petals on the wind. I have only to lift my face to the breeze."*

—Edward P. Berg, Jr.

**Mindslaver** 



**Legendary Artifact**

$\frac{1}{2}$ ,  $\frac{1}{2}$ : Sacrifice Mindslaver: You control target player's next turn. (You see all cards that player could see and make all decisions for the player. He or she doesn't lose life because of mana burn.)

—Glen Aron

**Mindstorm Crown** 



**Artifact**

At the beginning of your upkeep, draw a card if you had no cards in hand at the beginning of this turn. If you had a card in hand, Mindstorm Crown deals 1 damage to you.

—Ben Thompson

**Mirror Golem** 



**Artifact Creature — Golem**

**Imprint** — When Mirror Golem comes into play, you may remove target card in a graveyard from the game. (The removed card is imprinted on this artifact.)

Mirror Golem has protection from each of the imprinted card's card types. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)

—Fray Volwinski

3/4

**Molder Slug**   



**Creature — Beast**

At the beginning of each player's upkeep, that player sacrifices an artifact.

*Fortunately for it, Mirrodin is a plane without salt.*

—Reuber Rubin

4/6

**Molten Rain**   



**Sorcery**

Destroy target land. If that land is nonbasic, Molten Rain deals 2 damage to the land's controller.

*When the molten rains fall, entire landscapes melt and flow away in rivulets of fire.*

—Doug Jhemison

**Moriok Scavenger**   



**Creature — Human Rogue**

When Moriok Scavenger comes into play, you may return target artifact creature card from your graveyard to your hand.

*Many go to Mephidross in search of lost riches. Most end up as part of the cache.*

—Ben Thompson

2/3

**Mountain**



**Basic Land — Mountain**



**Mountain**



**Basic Land — Mountain**



**Mountain**



**Basic Land — Mountain**





**Mountain**



**Basic Land — Mountain**



**Mourner's Shield** 




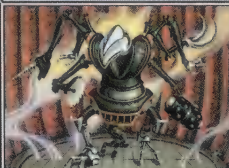
**Artifact**

**Imprint** — When Mourner's Shield comes into play, you may remove target card in a graveyard from the game. (The removed card is imprinted on this artifact.)

$\frac{1}{2}$ ,  $\frac{1}{2}$ : Prevent all damage that would be dealt this turn by a source of your choice that shares a color with the imprinted card.

—Carl Critchlow

**Myr Adapter** 



**Artifact Creature — Myr**

Myr Adapter gets +1/+1 for each Equipment attached to it.

*"The simplest way to plan ahead is merely to be ready for everything."*

—Pontifex, elder researcher

—Ben Thompson

1/1

**Myr Enforcer** 2

Artifact Creature — Myr

Affinity for artifacts (*This spell costs 1 less to play for each artifact you control.*)

Most myr monitor other species. Some myr monitor other myr.

Greg Staples 4/4

**Myr Incubator** 6

Artifact

6, ♠: Sacrifice Myr Incubator: Search your library for any number of artifact cards, remove them from the game, then put that many 1/1 Myr artifact creature tokens into play. Then shuffle your library.

Alex Horley-Orlandelli 1/1

**Myr Mindservant** 1

Artifact Creature — Myr

2, ♠: Shuffle your library.

*It knows what you are planning, and does not approve.*

Dave Dornah 1/1

**Myr Prototype** 5

Artifact Creature — Myr

At the beginning of your upkeep, put a +1/+1 counter on Myr Prototype.

Myr Prototype can't attack or block unless you pay 1 for each +1/+1 counter on it. (*This cost is paid as attackers or blockers are declared.*)

Dave Dornah 2/2

**Myr Retriever** 2

Artifact Creature — Myr

When Myr Retriever is put into a graveyard from play, return another target artifact card from your graveyard to your hand.

*Mephidross gives up treasure easily... as long as you take its place.*

Treyor Harington 1/1

**Necrogen Mists** 2

Enchantment

At the beginning of each player's upkeep, that player discards a card from his or her hand.

*Mephidross filled with roars of fury and souls of despair as the loom fought to keep their memories from being pulled into the mists.*

Alex Horley-Orlandelli 1/1

**Necrogen Spellbomb** 1

Artifact

♠: Sacrifice Necrogen Spellbomb: Target player discards a card from his or her hand.

♠: Sacrifice Necrogen Spellbomb: Draw a card.

*"Forget that which toas never known."  
—Spellbomb inscription*

Jim Nelson 1/1

**Needlebug** 4

Artifact Creature — Insect

Protection from artifacts

You may play Needlebug any time you could play an instant.

*Near Tel-filad, the Tangle is almost silent, save for the trolls' chants and the skittering of needlebugs.*

Pablo Parente 2/2

**Neurok Familiar** 1

Creature — Bird

Flying

When Neurok Familiar comes into play, reveal the top card of your library. If it's an artifact card, put it into your hand. Otherwise, put it into your graveyard.

Edward P. Beard, Jr. 1/1

**Neurok Hoversail** 1

Artifact — Equipment

Equipped creature has flying.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Alan Pollalis 1/1

**Neurok Spy** 2

Creature — Human Rogue

Neurok Spy is unblockable as long as defending player controls an artifact.

*From the murk of Mephidross to the heart of Kuldatha, the vedalken send their servants forth to gather knowledge from every inch of Mirrodin.*

Harro Kader 2/2

**Nightmare Lash** 4

Artifact — Equipment

Equipped creature gets +1/+1 for each Swamp you control.

Equip—Pay 3 life. (Pay 3 life: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Peter Menck 2/2

**Nim Devourer** 3

Creature — Zombie

Nim Devourer gets +1/+0 for each artifact you control.

♠♠: Return Nim Devourer from your graveyard to play, then sacrifice a creature. Play this ability only during your upkeep.

4/1

**Nim Lasher** 2

Creature — Zombie

Nim Lasher gets +1/+0 for each artifact you control.

*The rotting metal feeds the necrogen mists, and in turn the mists feed the nim.*

1/1

**Nim Replica** 3

Artifact Creature — Zombie

2♠: Sacrifice Nim Replica: Target creature gets -1/-1 until end of turn.

*It kills with unfeeling malice.*

3/1

**Nim Shambler** 2

Creature — Zombie

Nim Shambler gets +1/+0 for each artifact you control.

Sacrifice a creature: Regenerate Nim Shambler.

*Called "the Dross" by its inhabitants, Mephidross is home to the nim, Mirrodin's mindless, ravenous undead.*

2/1

**Nim Shrieker** 3



Creature — Zombie

Flying  
Nim Shrieker gets +1/+0 for each artifact you control.  
*As imps they were an annoyance. As nim they are a pestilence.*

0/1

**Nuisance Engine** 3



Artifact

2, ☉: Put a 0/1 Pest artifact creature token into play.  
*All Aurok children know the tale, "Bolgeri and the Long Day of Squashing."*

0/1

**Oblivion Stone** 3



Artifact

4, ☉: Put a fate counter on target permanent.  
5, ☉: Sacrifice Oblivion Stone: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

0/1

**Ogre Leadfoot** 4



Creature — Ogre

Whenever Ogre Leadfoot becomes blocked by an artifact creature, destroy that creature.  
*When the goblins need more scrap for the Great Furnace, they simply let the ogres loose and follow in their wake.*

3/3

**Omega Myr** 2



Artifact Creature — Myr

Last to charge, last to fall.

1/2

**One Dozen Eyes** 5



Sorcery

Choose one — Put a 5/5 green Beast creature token into play; or put five 1/1 green Insect creature tokens into play.  
Entwine ☉☉☉☉☉ (Choose both if you pay the entwine cost.)

0/0

**Ornithopter** 0



Artifact Creature

Flying  
Regardless of the century, plane, or species, developing artificers never fail to invent the ornithopter.

0/2

**Override** 2



Instant

Counter target spell unless its controller pays 1 for each artifact you control.  
*"The Knowledge Pool has all the answers—especially 'No.'"*

0/0

**Pearl Shard** 3



Artifact

3, ☉ or ☉: Prevent the next 2 damage that would be dealt to target creature or player this turn.  
*Leonin folktales claim it was brought from beyond the sky by the first kha.*

0/0

**Pentavus** 7



Artifact Creature

Pentavus comes into play with five +1/+1 counters on it.  
1, Remove a +1/+1 counter from Pentavus: Put a 1/1 Pentavite artifact creature token with flying into play.  
1, Sacrifice a Pentavite: Put a +1/+1 counter on Pentavus.

0/0

**Pewter Golem** 5



Artifact Creature — Golem

1 ☉: Regenerate Pewter Golem.  
*Centuries before the first chimneys of Mephidros belched clouds of toxic gas, only the golems' movements stirred the air of Mirrodin.*

4/2

**Plains**



Basic Land — Plains



**Plains**



Basic Land — Plains



**Plains**



Basic Land — Plains



**Plains**



Basic Land — Plains



**Plated Slagwurm** 4



Creature — Wurm

Plated Slagwurm can't be the target of spells or abilities your opponents control.  
*Beneath the Tangle, the wurm tunnels stretch . . . wide as a stone's throats, long as forever, deep as you dare.*

8/8

**Platinum Angel** 2



Artifact Creature — Angel

Flying

You can't lose the game and your opponents can't win the game.

*In its heart lies the secret of immortality.*

4/4

**Power Conduit** 2



Artifact

•, •: Remove a counter from a permanent you control. Choose one — Put a charge counter on target artifact; or put a +1/+1 counter on target creature.

*Never content, vodalken artificers continually tinker with their creations.*

**Predator's Strike** 1



Instant

Target creature gets +3/+3 and gains trample until end of turn.

*If you hear it coming, you're not its prey.*

**Promise of Power** 2



Sorcery

Choose one — You draw five cards and you lose 5 life; or put a black Demon creature token with flying into play with power and toughness each equal to the number of cards in your hand as the token comes into play.

Entwine • (Choose both if you pay the entwine cost.)

**Proteus Staff** 3



Artifact

•, •: Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Timmy Struifling

**Psychic Membrane** 2



Creature — Wall

(Walls can't attack.)

Whenever Psychic Membrane blocks, you may draw a card.

*The vodalken always put their best thought forward.*

0/3

**Psychogenic Probe** 2



Artifact

Whenever a spell or ability causes a player to shuffle his or her library, Psychogenic Probe deals 2 damage to him or her.

*The same devices sold as surgical tools in Lumengrad are sold as implements of torture in Mephidross.*

**Pyrite Spellbomb** 1



Artifact

•, Sacrifice Pyrite Spellbomb: Pyrite Spellbomb deals 2 damage to target creature or player.

1, Sacrifice Pyrite Spellbomb: Draw a card.

*"Melt that which was never frozen."  
—Spellbomb inscription*

**Quicksilver Elemental** 3



Creature — Elemental

•: Quicksilver Elemental gains all activated abilities of target creature until end of turn. (If any of the abilities use that creature's name, use this creature's name instead.)

You may spend blue mana as though it were mana of any color to pay the activation costs of Quicksilver Elemental's abilities.

Timmy Struifling

3/4

**Quicksilver Fountain** 3



Artifact

At the beginning of each player's upkeep, that player puts a flood counter on target non-Island land he or she controls. That land is an island as long as it has a flood counter on it.

At end of turn, if all lands in play are Islands, remove all flood counters from them.

Timmy Struifling

**Raise the Alarm** 1



Instant

Put two 1/1 white Soldier creature tokens into play.

*"The nim raid our homes without warning. We must defend our homes without hesitation."*

John Mason

**Razor Barrier** 1



Instant

Target permanent you control gains protection from artifacts or from the color of your choice until end of turn.

*"We protect our homelands. Why should they not protect us?"*

Ron Spencer

**Regress** 2



Instant

Return target permanent to its owner's hand.

*"Once cast, a spell can be undone. But once revealed, a secret can never again be kept."  
—Pontifex, elder researcher*

Samdi Galvez

**Reiver Demon** 4



Creature — Demon

Flying

When Reiver Demon comes into play, if you played it from your hand, destroy all nonartifact, nonblack creatures. They can't be regenerated.

6/6

**Relic Bane** 1



Enchant Artifact

Enchanted artifact has "At the beginning of your upkeep, you lose 2 life."

*A sword that has seen cowardice in battle exacts the price of honor from its wielder.*

**Roar of the Kha** 1



Instant

Choose one — Creatures you control get +1/+1 until end of turn; or untap all creatures you control.

Entwine 1 • (Choose both if you pay the entwine cost.)

Matt Cavotta

**Rule of Law** 2

**Enchantment**

Each player can't play more than one spell each turn.

*Appointed by the kha himself, members of the tribunal ensure all disputes are settled with the utmost fairness.*

Scott M. Fischer

**Rust Elemental** 4

**Artifact Creature — Elemental**

Flying

At the beginning of your upkeep, sacrifice an artifact other than Rust Elemental. If you can't, tap Rust Elemental and you lose 4 life.

Arnie Verokki

4/4

**Rustmouth Ogre** 4

**Creature — Ogre**

Whenever Rustmouth Ogre deals combat damage to a player, you may destroy target artifact that player controls.

*It has an iron stomach. Literally.*

Arnie Verokki

5/4

**Rustspore Ram** 4

**Artifact Creature**

When Rustspore Ram comes into play, destroy target Equipment.

*Where herds have passed, the dented ground is lined with piles of rust.*

Arnie Verokki

1/3

**Scale of Chiss-Goria** 3

**Artifact**

Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

You may play Scale of Chiss-Goria any time you could play an instant.

☞ Target creature gets +0/+1 until end of turn.

Alan Pollack

**Scrabbling Claws** 1

**Artifact**

☞ Target player removes a card in his or her graveyard from the game.

1, Sacrifice Scrabbling Claws: Remove target card in a graveyard from the game. Draw a card.

Thomas M. Brea

**Sculpting Steel** 3

**Artifact**

As Sculpting Steel comes into play, you may choose an artifact in play. If you do, Sculpting Steel comes into play as a copy of that artifact.

*An artificer once dropped one in a vault full of coins. She has yet to find it.*

Weather Hubcap

**Scythe of the Wretched** 2

**Artifact — Equipment**

Equipped creature gets +2/+2.

Whenever a creature dealt damage by equipped creature this turn is put into a graveyard, return that card to play under your control. Attach Scythe of the Wretched to that creature.

Equip 4

Matt Cavotta

**Seat of the Synod**

**Artifact Land**

(Seat of the Synod isn't a spell.)

☞ Add 4 to your mana pool.

*Lumengrid, site of the Knowledge Pool, source of vedalken arcana.*

Matt Cavotta

**Second Sunrise** 1

**Instant**

Each player returns to play all artifact, creature, enchantment, and land cards that were put into his or her graveyard from play this turn.

*The bright tunnel sometimes leads back to life.*

Greg Staples

**Seething Song** 2

**Instant**

Add 5 to your mana pool.

*Vulshok mana rituals echo the day when the red sun burst through Mirrodin's surface to take its place in the heavens.*

Martina Pilcerova

**Serum Tank** 3

**Artifact**

Whenever Serum Tank or another artifact comes into play, put a charge counter on Serum Tank.

3, ☞ Remove a charge counter from Serum Tank: Draw a card.

Gary B. Milagres

**Shared Fate** 4

**Enchantment**

If a player would draw a card, that player removes the top card of an opponent's library from the game face down instead.

Each player may look at and play cards he or she removed from the game with Shared Fate as though they were in his or her hand.

Matt Cavotta

**Shatter** 1

**Instant**

Destroy target artifact.

*Days of planning. Weeks of building. Months of perfecting. Seconds of smashing.*

Jim Hildebrandt

**Shrapnel Blast** 1

**Instant**

As an additional cost to play Shrapnel Blast, sacrifice an artifact.

Shrapnel Blast deals 5 damage to target creature or player.

*From trinket to trauma.*

David DeMan

**Silver Myr** 2

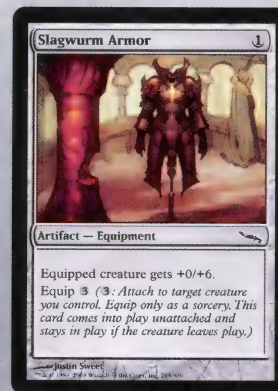
**Artifact Creature — Myr**

☞ Add 4 to your mana pool.

*The vedalken saw the myr as toys, unaware of the intelligence lurking behind their empty eyes.*

Ken Walker

1/1



**Before and After**

Sweden's Jens Thoren was the supreme victor at the 2002 Magic Invitational, the Magic equivalent of an all-star game. Each year, sixteen elite players compete for a unique prize: the right to design a card to be included in an upcoming set. (You can check out the archives of [sideboard.com](http://sideboard.com) for full coverage of the event, which was played using *Magic Online*.) But Invitational cards often go through many changes from their original form.

Thoren submitted his card as "Forestfolk," a green-and-blue Elf Wizard. Right off the bat, Wizards' R&D staff knew that the card's mana cost would have to change. It's not very exciting to go get a land after you already have four, including both of your colors, and the *Mirrodin* set couldn't really accommodate enemy-color multicolored cards anyway. So the first step in the







card's development was to change the card to a 2/1 Elf for 2.

Thoren's card turned out to be a lot more powerful than it looked. This set of abilities was way too strong to print at just three mana, and RGD quickly started testing it at 3. In the meantime, the development team also began to wonder whether green was really the best place for this card.

One of RGD's goals for Invitational cards is to take the winner's idea and somehow make it fit the block in which it's printed, while staying true to the spirit of the design. Thus Darwin Kastle's Avalanche Riders gained echo and Chris Pikula's Meddling Mage became a multicolored card. What if "Jens" (pronounced YENS) were an artifact creature? It would be versatile enough to include in any deck, and the card could become a more integral part of the *Mirrodin* set's artifact theme. The result is Solemn Simulacrum. The card lost its creature types, but it became much more powerful because no colored mana is needed to play it. At 4, it proved to be quite good in testing, but not so good that it was "broken."

On the creative side, it's traditional that the Invitational winner's likeness is included in the card's illustration. That's always a challenge, but an artifact creature presents a new set of difficulties. After all, artifact creatures don't really wear glasses as Jens does—or even have hair. It was also important to avoid making him look too mechanical, like some sort of "Robo-Jens." But careful art direction from Jeremy Cranford and a great execution by illustrator Greg Staples allayed our fears.

**Steel Wall** ↓



Artifact Creature — Wall

(Walls can't attack.)

"We sculpt the land into what we need—homes, armament, fortresses of war. Our strength comes not only from knowing, but from commanding the terrain."  
—Raksha Golden Cub, leonin kha

0/4

**Sun Droplet** 2



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each player's upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

—Tim Hühnsch

**Sunbeam Spellbomb** ↓



Artifact

\*: Sacrifice Sunbeam Spellbomb: You gain 5 life.

1: Sacrifice Sunbeam Spellbomb: Draw a card.

"Cure that which was never ill."  
—Spellbomb inscription

—Tom McEvedy

**Swamp**



Basic Land — Swamp



**Swamp**



Basic Land — Swamp



**Swamp**



Basic Land — Swamp



**Swamp**



Basic Land — Swamp



**Sword of Kaldra** 4



Legendary Artifact — Equipment

Equipped creature gets +5/+5.

Whenever equipped creature deals damage to a creature, remove that creature from the game.

Equip 4 (4: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

—Dimitry Glushko

**Sylvan Scrying** ↓



Sorcery

Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

One glimpse of an elf's home lasts her weeks away in the wild.

—Dana Knutson

**Synod Sanctum** ↓



Artifact

2, 4: Remove target permanent you control from the game.

2: Sacrifice Synod Sanctum: Return to play under your control all cards removed from the game with Synod Sanctum.

—Dana Knutson

**Taj-Nar Swordsmith** 3



Creature — Cat Soldier

When Taj-Nar Swordsmith comes into play, you may pay 2. If you do, search your library for an Equipment card with converted mana cost X or less and put that card into play. Then shuffle your library.

—Todd Lockwood

2/3

**Talisman of Dominance** 2



Artifact

2: Add 1 to your mana pool.

2: Add 2 or 3 to your mana pool.

Talisman of Dominance deals 1 damage to you.

—Mike Dringberg

**Talisman of Impulse** 2



Artifact

2: Add 1 to your mana pool.

2: Add 2 or 3 to your mana pool.

Talisman of Impulse deals 1 damage to you.

—Mike Dringberg

**Talisman of Indulgence** 2



Artifact

2: Add 1 to your mana pool.

2: Add 2 or 3 to your mana pool.

Talisman of Indulgence deals 1 damage to you.

—Mike Dringberg

**Talisman of Progress** 2



Artifact

2: Add 1 to your mana pool.

2: Add 2 or 3 to your mana pool.

Talisman of Progress deals 1 damage to you.

—Mike Dringberg

**Talisman of Unity** 2



Artifact

2: Add 1 to your mana pool.

2: Add 2 or 3 to your mana pool.

Talisman of Unity deals 1 damage to you.

—Mike Dringberg

**Tanglebloom** 1

**Artifact**

1, ♣: You gain 1 life.

*Druids converted swathes of the Tangle into tanglebloom orchards. Though heavy tools are needed to cut a leaf in the Tangle, tanglebloom fruit is easily plucked by hand.*

—Neil Meyerik

**Tangleroot** 3

**Artifact**

Whenever a player plays a creature spell, that player adds ♣ to his or her mana pool.

*As if there's glitch in the system, the Tangle sometimes folds in on itself, throwing off sparks of mana in a mystifying display.*

—Hana Knutson

**Tel-Jilad Archers** 4

**Creature — Elf Archer**

Protection from artifacts

Tel-Jilad Archers may block as though it had flying.

*They are extensions of the Tangle, stretching its vines into the furthest reaches of the sky.*

—Marcello Vignali

2/4

**Tel-Jilad Chosen** 1

**Creature — Elf Warrior**

Protection from artifacts

*"It is my honor to keep safe Tel-Jilad's secrets, not to know them."*

—Matthew D. Wilson

2/1

**Tel-Jilad Exile** 3

**Creature — Troll Warrior**

1 ♣: Regenerate Tel-Jilad Exile.

*For his crimes, he was made to forget all the trolls' secrets. Now he knows only that he is outcast, but not why.*

—Justin Sweet

2/3

**Tel-Jilad Stylus** 1

**Artifact**

♣: Put target permanent you own on the bottom of your library.

*Etched on Tel-Jilad's trunk is an entire history of Mirrodin—except for an expanse near the ground scrubbed smooth by an unknown hand.*

—Darrell Rich

**Tempest of Light** 2

**Instant**

Destroy all enchantments.

*"This world reeks of another's hand. Someone or something is defying the power of the gods and shaping this planet. I intend for it to stop."*

—Glissa Sunsewer

—Wayne England

**Temporal Cascade** 5

**Sorcery**

Choose one — Each player shuffles his or her hand and graveyard into his or her library; or each player draws seven cards.

Entwine 2 (Choose both if you pay the entwine cost.)

—Puddhead

**Terror** 1

**Instant**

Destroy target nonartifact, nonblack creature. It can't be regenerated.

*"A simple trap in a dark corner of the mind, and their nightmares catch up with them."*

—Geth, keeper of the Vault

**Thirst for Knowledge** 2

**Instant**

Draw three cards. Then discard two cards from your hand unless you discard an artifact card from your hand.

*Lynph, the fluid essence of blinkmoths, is proud by wizards for the rush of intellect it provides.*

—Ben Thompson

**Thought Prison** 5

**Artifact**

Imprint — When Thought Prison comes into play, you may have target player reveal his or her hand. If you do, choose a nonland card from it and remove that card from the game. (The nonland card is imprinted on this artifact.)

Whenever a player plays a spell that shares a color or converted mana cost with the imprinted card, Thought Prison deals 2 damage to that player.

—Glen Argyn

**Thoughtcast** 4

**Sorcery**

Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Draw two cards.

*Vedalken eyes don't see the beauty in things. They see only what those things can teach.*

—Greg Hildebrand

**Timesifter** 5

**Artifact**

At the beginning of each player's upkeep, each player removes the top card of his or her library from the game. The player who removed the card with the highest converted mana cost takes an extra turn after this one. If two or more players' cards are tied for highest cost, the tied players repeat this process until the tie is broken.

—Dany Ozorio

**Titanium Golem** 5

**Artifact Creature — Golem**

1 ♣: Titanium Golem gains first strike until end of turn.

*Centuries before the first blades of the Razor Fields chimed in the wind, Mirrodin echoed with the golems' footsteps.*

—Pablo Parente

3/3

**Tooth and Nail** 3

**Sorcery**

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand into play.

Entwine 2 (Choose both if you pay the entwine cost.)

—Greg Hildebrand

**Tooth of Chiss-Goria** 3

**Artifact**

Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

You may play Tooth of Chiss-Goria any time you could play an instant.

♣: Target creature gets +1/+0 until end of turn.

—Alan Pollack

**Tower of Champions** 4



Artifact

8, ♣: Target creature gets +6/+6 until end of turn.

The ur-golem runes tell of the transformation of Mirrodin's swarder from silent guardian to merciless god.

Greg Staples

**Tower of Eons** 4



Artifact

8, ♣: You gain 10 life.

Its etchings tell the ur-golems' stories of an entity able to force life into a lifeless plane.

John Ryan

**Tower of Fortunes** 4



Artifact

8, ♣: Draw four cards.

The ur-golem etchings begin by celebrating Mirrodin's creator, a golem of almost limitless power. They end by cursing its protector, a being called Memnarch.

Matt Croft

**Tower of Murmurs** 4



Artifact

8, ♣: Target player puts the top eight cards of his or her library into his or her graveyard.

Etched on its surface are warnings from a long-lost race of ur-golems pushed to the brink of extinction.

Gleg Aron

**Trash for Treasure** 2



Sorcery

As an additional cost to play Trash for Treasure, sacrifice an artifact. Return target artifact card from your graveyard to play.

Goblins generally have two possessions: one per hand.

Lars Gregor West

**Tree of Tales**



Artifact Land

(Tree of Tales isn't a spell.)

♣: Add ♣ to your mana pool.

Tel-Jilad, sancum of the ancient trolls, keepers of the secret of Mirrodin's origin.

Christopher Högler

**Triskelion** 6



Artifact Creature

Triskelion comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player.

Christopher Högler

1/1

**Troll Ascetic** 1



Creature — Troll Shaman

Troll Ascetic can't be the target of spells or abilities your opponents control.

1 ♣: Regenerate Troll Ascetic.

It's no coincidence that the oldest trolls are also the angriest.

Paulishov

3/2

**Trolls of Tel-Jilad** 5



Creature — Troll Shaman

1 ♣: Regenerate target green creature.

"The secret of this world weighs upon us, and we have been shaped by time and duty to bear it."

Marcio Vidal

5/6

**Turn to Dust**



Instant

Destroy target Equipment. Then add ♣ to your mana pool.

Mirrodin's inhabitants must be prepared for anything—including suddenly being unprepared.

Wayne England

**Vault of Whispers**



Artifact Land

(Vault of Whispers isn't a spell.)

♣: Add ♣ to your mana pool.

Ish Sah, den of the warlord Geth, commander of countless nim.

Key Walker

**Vedalken Archmage** 2



Creature — Vedalken Wizard

Whenever you play an artifact spell, draw a card.

"The Knowledge Pool knows. Memnarch understands."

—Jamus, speaker of the synd

Key Walker

0/2

**Vermiculus** 4



Creature — Horror

Whenever an artifact comes into play, Vermiculus gets +4/+4 until end of turn.

Mirrodin's artificial environment requires its own predators, scavengers, and senseless forces of nature.

Daren Bader

1/1

**Viridian Joiner** 2



Creature — Elf Druid

♣: Add an amount of ♣ to your mana pool equal to Viridian Joiner's power.

"The Tangle reaches out to itself constantly, forming new connections. We must follow its example."

Daren Bader

1/2

**Viridian Longbow** 1



Artifact — Equipment

Equipped creature has "♣: This creature deals 1 damage to target creature or player."

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Jeremy Jarvis

**Viridian Shaman** 2



Creature — Elf Shaman

When Viridian Shaman comes into play, destroy target artifact.

Because the elves are so in touch with Mirrodin's nature, they understand best how to dismantle it.

Scott M. Fisher

2/2



# MIRRODIN™

## CARD CHECKLIST

### WHITE

- 1 U Altar's Light
- 2 C Arrest
- 3 U Auriok Bladewarden
- 4 R Auriok Steelshaper
- 5 C Auriok Transfixer
- 6 C Awe Strike
- 7 C Blinding Beam
- 8 R Leonin Abunas
- 9 C Leonin Den-Guard
- 10 C Leonin Elder
- 11 U Leonin Skyhunter
- 12 C Loxodon Mender
- 13 R Loxodon Peacekeeper
- 14 R Loxodon Punisher
- 15 R Luminous Angel
- 16 C Raise the Alarm
- 17 C Razor Barrier
- 18 U Roar of the Kha
- 19 R Rule of Law
- 20 R Second Sunrise
- 21 C Skyhunter Cub
- 22 C Skyhunter Patrol
- 23 U Slith Ascendant
- 24 R Solar Tide
- 25 U Soul Nova
- 26 C Sphere of Purity
- 27 U Taj-Nar Swordsmith
- 28 U Tempest of Light

### BLUE

- 29 C Annul
- 30 U Assert Authority
- 31 R Broodstar
- 32 C Disarm
- 33 U Domineer
- 34 C Dream's Grip
- 35 U Fabricate
- 36 R Fatespinner
- 37 C Inertia Bubble
- 38 U Looming Hoverguard
- 39 R Lumengrid Augur
- 40 U Lumengrid Sentinel
- 41 C Lumengrid Warden
- 42 R March of the Machines
- 43 C Neurok Familiar
- 44 C Neurok Spy
- 45 C Override
- 46 U Psychic Membrane
- 47 R Quicksilver Elemental
- 48 C Regress
- 49 R Shared Fate
- 50 U Slith Strider
- 51 C Somber Hoverguard
- 52 R Temporal Cascade
- 53 U Thirst for Knowledge

- 54 C Thoughtcast
- 55 R Vedalken Archmage
- 56 C Wanderguard Sentry

### BLACK

- 57 U Barter in Blood
- 58 U Betrayal of Flesh
- 59 C Chimney Imp
- 60 C Consume Spirit
- 61 C Contaminated Bond
- 62 C Disciple of the Vault
- 63 R Dross Harvester
- 64 C Dross Prowler
- 65 U Flayed Nim
- 66 R Grim Reminder
- 67 C Irradiate
- 68 C Moriok Scavenger
- 69 R Necrogen Mists
- 70 R Nim Devourer
- 71 C Nim Lasher
- 72 U Nim Shambler
- 73 C Nim Shrieker
- 74 R Promise of Power
- 75 R Reiver Demon
- 76 U Relic Bane
- 77 U Slith Bloodletter
- 78 R Spoils of the Vault
- 79 C Terror
- 80 R Vermiculos
- 81 C Wail of the Nim
- 82 U Wall of Blood
- 83 U Woebearer
- 84 C Wrench Mind

### RED

- 85 R Arc-Slogger
- 86 U Atog
- 87 R Confusion in the Ranks
- 88 U Detonate
- 89 C Electrostatic Bolt
- 90 R Fiery Gambit
- 91 C Fists of the Anvil
- 92 U Forge Armor
- 93 U Fractured Loyalty
- 94 C Goblin Striker
- 95 U Grab the Reins
- 96 C Incite War
- 97 C Krark-Clan Grunt
- 98 C Krark-Clan Shaman
- 99 R Mass Hysteria
- 100 R Megatog
- 101 C Molten Rain
- 102 C Ogre Leadfoot
- 103 U Rustmouth Ogre
- 104 C Seething Song
- 105 C Shatter

- 106 U Shrapnel Blast
- 107 U Slith Firewalker
- 108 C Spikeshot Goblin
- 109 R Trash for Treasure
- 110 R Vulshok Battlemaster
- 111 C Vulshok Berserker
- 112 R War Elemental

### GREEN

- 113 C Battlegrowth
- 114 U Bloodscent
- 115 U Brown Ouphe
- 116 R Copperhoof Vorrac
- 117 U Creeping Mold
- 118 C Deconstruct
- 119 C Fangren Hunter
- 120 R Glissa Sunseeker
- 121 C Groffskithur
- 122 R Hum of the Radix
- 123 C Journey of Discovery
- 124 R Living Hive
- 125 R Molder Slug
- 126 U One Dozen Eyes
- 127 R Plated Slagwurm
- 128 C Predator's Strike
- 129 U Slith Predator
- 130 U Sylvan Scrying
- 131 C Tel-Jilad Archers
- 132 C Tel-Jilad Chosen
- 133 C Tel-Jilad Exile
- 134 R Tooth and Nail
- 135 R Troll Ascetic
- 136 U Trolls of Tel-Jilad
- 137 C Turn to Dust
- 138 C Viridian Joiner
- 139 U Viridian Shaman
- 140 C Wurmskin Forger

### ARTIFACTS AND LANDS

- 141 C Æther Spellbomb
- 142 C Alpha Myr
- 143 R Altar of Shadows
- 144 U Banshee's Blade
- 145 R Blinkmoth Urn
- 146 C Bonesplitter
- 147 R Bosh, Iron Golem
- 148 U Bottle Gnomes
- 149 U Cathodion
- 150 R Chalice of the Void
- 151 C Chromatic Sphere
- 152 R Chrome Mox
- 153 C Clockwork Beetle
- 154 C Clockwork Condor
- 155 R Clockwork Dragon
- 156 U Clockwork Vorrac
- 157 C Cobalt Golem

- 158 C Copper Myr
- 159 U Crystal Shard
- 160 R Culling Scales
- 161 R Damping Matrix
- 162 U Dead-Iron Sledge
- 163 U Dragon Blood
- 164 C Dross Scorpion
- 165 R Duplicant
- 166 U Duskworker
- 167 C Elf Replica
- 168 R Empyrial Plate
- 169 R Extraplanar Lens
- 170 U Farsight Mask
- 171 U Fireshrieker
- 172 C Frogmite
- 173 C Galvanic Key
- 174 R Gate to the Æther
- 175 R Gilded Lotus
- 176 R Goblin Charbelcher
- 177 U Goblin Dirigible
- 178 C Goblin Replica
- 179 C Goblin War Wagon
- 180 C Gold Myr
- 181 U Golem-Skin Gauntlets
- 182 U Granite Shard
- 183 R Grid Monitor
- 184 U Heartwood Shard
- 185 C Hematite Golem
- 186 U Icy Manipulator
- 187 C Iron Myr
- 188 U Isochron Scepter
- 189 R Jinxed Choker
- 190 R Krark's Thumb
- 191 C Leaden Myr
- 192 U Leonin Bladetrapp
- 193 C Leonin Scimitar
- 194 R Leonin Sun Standard
- 195 R Leveler
- 196 R Liar's Pendulum
- 197 C Lifespark Spellbomb
- 198 R Lightning Coils
- 199 U Lightning Greaves
- 200 R Lodestone Myr
- 201 U Loxodon Warhammer
- 202 C Malachite Golem
- 203 U Mask of Memory
- 204 R Mesmeric Orb
- 205 R Mind's Eye
- 206 R Mindslaver
- 207 U Mindstorm Crown
- 208 U Mirror Golem
- 209 U Mourner's Shield
- 210 C Myr Adapter
- 211 C Myr Enforcer
- 212 R Myr Incubator
- 213 U Myr Mindservant
- 214 U Myr Prototype
- 215 U Myr Retriever
- 216 C Necrogen Spellbomb
- 217 U Needlebug
- 218 C Neurok Hoversail
- 219 R Nightmare Lash
- 220 C Nim Replica
- 221 U Nuisance Engine
- 222 R Oblivion Stone
- 223 C Omega Myr
- 224 U Ornthopter
- 225 U Pearl Shard
- 226 R Pentavus
- 227 C Pewter Golem
- 228 R Platinum Angel
- 229 U Power Conduit
- 230 R Proteus Staff
- 231 R Psychogenic Probe
- 232 C Pyrite Spellbomb
- 233 R Quicksilver Fountain
- 234 U Rust Elemental
- 235 U Rustspore Ram
- 236 C Scale of Chiss-Goria
- 237 U Scrabbling Claws
- 238 R Sculpting Steel
- 239 R Scythe of the Wretched
- 240 U Serum Tank
- 241 C Silver Myr
- 242 U Skeleton Shard
- 243 C Slagwurm Armor
- 244 C Soldier Replica
- 245 R Solemn Simulacrum
- 246 R Soul Foundry
- 247 R Spellweaver Helix
- 248 C Steel Wall
- 249 U Sun Droplet
- 250 C Sunbeam Spellbomb
- 251 R Sword of Kaldra
- 252 U Synod Sanctum
- 253 U Talisman of Dominance
- 254 U Talisman of Impulse
- 255 U Talisman of Indulgence
- 256 U Talisman of Progress
- 257 U Talisman of Unity
- 258 C Tanglebloom
- 259 R Tangleroot
- 260 U Tel-Jilad Stylus
- 261 U Thought Prison
- 262 R Timesifter
- 263 C Titanium Golem
- 264 C Tooth of Chiss-Goria
- 265 R Tower of Champions
- 266 R Tower of Eons
- 267 R Tower of Fortunes
- 268 R Tower of Murmurs
- 269 R Triskelion
- 270 C Viridian Longbow
- 271 C Vorrac Battlehorns
- 272 U Vulshok Battlegear
- 273 C Vulshok Gauntlets
- 274 C Welding Jar
- 275 C Wizard Replica
- 276 R Worldslayer
- 277 C Yotian Soldier
- 278 C Ancient Den
- 279 U Blinkmoth Well
- 280 C Cloudpost
- 281 R Glimmervoid
- 282 C Great Furnace
- 283 C Seat of the Synod
- 284 U Stalking Stones
- 285 C Tree of Tales
- 286 C Vault of Whispers
- 287 L Plains
- 288 L Plains
- 289 L Plains
- 290 L Plains
- 291 L Island
- 292 L Island
- 293 L Island
- 294 L Island
- 295 L Swamp
- 296 L Swamp
- 297 L Swamp
- 298 L Swamp
- 299 L Mountain
- 300 L Mountain
- 301 L Mountain
- 302 L Mountain
- 303 L Forest
- 304 L Forest
- 305 L Forest
- 306 L Forest

○ = Regular card    ◻ = Premium card    C = Common    U = Uncommon    R = Rare

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